SNSP-AS6P-EUR

HUDSON GROUP
HUDSON SOFT®

INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

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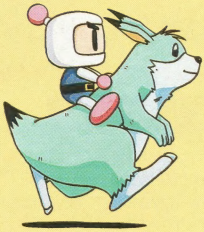
CONTENTS

1. STORY 3
2. OPERATION 4
3. PLAYING A NORMAL GAME 5
4. NEW FRIEND "LOUIE" 6
5. NORMAL GAME STAGES 7
6. PLAYING A BATTLE GAME 8
7. BATTLE GAME STAGES 10
6. WORLD BOMBER 11
9. ITEMS 12



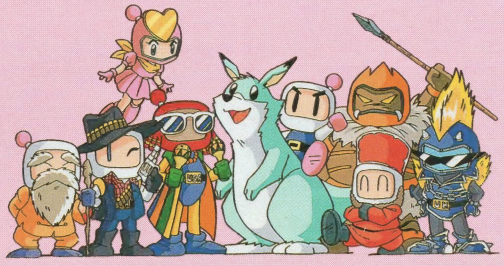
1 STORY

In the last episode Bomberman had defeated the "Five Bad Bombers" and had successfully defended the peace. But a new evil force was planning to disrupt the new found peace.

This new enemy was no other than "Professor Bugler", the creator of the "Five Bad Bombers". In order to carry out his plan to dominate the universe, "Professor Buglar" had repaired the "Five Bad Bombers" and was now about to invade the Bomber Nebula!

There are five planets in the Bomber Nebula and on each of these planets exists the mother computer of the United Planet Federation. These computers helped to keep peace and order through out the nebula, but the five main program chips of these computers were stolen and sealed in a control capsule by the "Five Bad Bombers"!

Unknown robots had also appeared and the functions of the five planets had completely stopped. In this time of emergency the United Planet Federation had called upon Bomberman to save the day. To save the Bomber Nebula, Bomberman's battles had begun again!



OPERATION

HOW TO PLAY THE GAME

A BUTTON

Use this button to have Bomberman set bombs on the ground or use in the Selection Screens to decide your Game Mode or other selections. After obtaining a Power Glove Item, press this button while on top of a bomb which has been set and Bomberman will pick up the bomb. Release the button and Bomberman will throw the bomb in the direction he is facing.

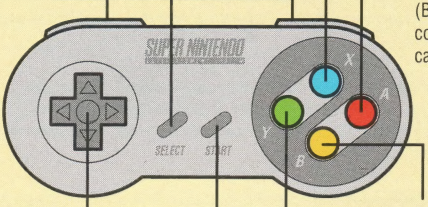
(Bomberman can also continue to move while carrying a bomb.)

X BUTTON

After obtaining a Kick Item, this button can be used to stop bombs from moving after they have been kicked.

L, R AND SELECT BUTTONS

Not used in this game.



CONTROL PAD

Use the Control Pad to move Bomberman and after obtaining a Kick Item, to kick bombs by bumping Bomberman into the bombs. Also use the Control Pad to move the cursor in the Mode Selection Screen, and to change between the different selections.

B BUTTON

After obtaining Remote Control Item, this button can be used to detonate bombs. This button is also used in the Selection Screens to cancel your selected Game Mode or other selections and also to return to the previous Selection Screen.

START BUTTON

Use this button to pause or start the game. This button is also used in the Selection Screens to decide your Game Mode or other selections. Also the demo sequence can be skipped by using this button.

Y BUTTON

When Bomberman is ridding on a Louie, this button can be used to use the special skill of that particular Louie.

(There are 5 different Louie's in total and they all have different skills.)

PLAYING A NORMAL GAME

HOW TO START THE GAME

First select the Game Mode.

Second select the number of players.

Finally select "Game Start" and the game will begin.

When "PASSWORD" is selected, the game will start after the Password Entry Screen appears. In the case of 2-player simultaneous play, the number of Bombermen stock will be shared by the two players.

CONTINUING GAMEPLAY AND PASSWORDS

If you remember the 4-digit code that appears on the Continue Screen, you can continue the game from that point at a later time.

Select "CONTINUE" in this screen and it will be possible to continue your gameplay.

Use the Control Pad to enter the 4-digit Password.

If the Password is correct, then you will be able to continue your gameplay.

PLAYING A NORMAL GAME

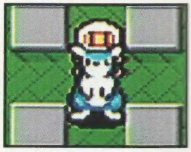
Control Bomberman and set the bombs to destroy the enemies and soft blocks. Clear the stages of the five planets in order. To clear each stage, collect all the chips of that stage which has been sealed in the control capsule. Once all the chips of that stage has been collected you will confront the boss of that stage. When you defeat the boss, you will be able to advance to the next stage.

4 BOMBERMAN'S NEW HELPFUL FRIEND LOUIE

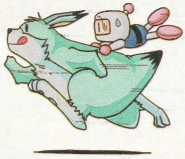
ENGLISH

BLAST AWAY WITH LOUIE

Bomberman will be able to ride a Louie, when Bomberman overlaps the egg which appears when a soft block is destroyed. Press the Y Button while on a Louie and Bomberman will be able to use the special skill of that particular Louie. If a Bomberman on a Louie gets hit by an enemy fire or touches an enemy, the Louie will be lost but you will not loose the Bomberman.

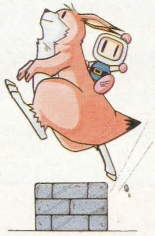


GREEN LOUIE



DASH

PINK LOUIE

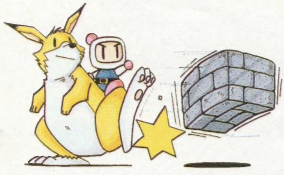


JUMP

BLUE LOUIE

BOMB KICK

YELLOW LOUIE



BLOCK KICK

BROWN LOUIE

LINEBOMB

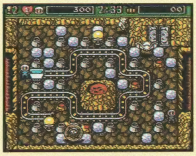
NORMAL GAME STAGES

1 SWAMP ATTACK

BOSS
BAKKELON
PILOT
MAGNET BOMBER

A green planet covered with a dense jungle.

2 FIRESTORM



BOSS
DOKGUN
PILOT
FIRE BOMBER

A volcanic planet where pillars of flame light the sky.

3 DEEP SEA

BOSS
GAMMEBOOK
PILOT
PRETTY BOMBER

A beautiful deep blue water planet..

4 PYRAMID

BOSS
PONCHOS
PILOT
BRAIN BOMBER

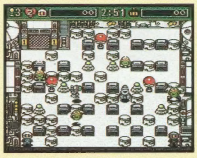
An arid desert planet.

5 WINTERLAND

BOSS
FREEZER VENUS
PILOT
PLASMA BOMBER

A frigid planet where it snows all year long.

6 BATTLESHIP



BOSS
????
PILOT
PROFESSOR
BUGLER

The final confrontation with Professor Buglar in his spaceship.

PLAYING A BAT

UP TO 5 PLAYERS IN THE HEATED BATTLE MODE

HOW TO START THE GAME

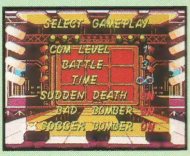
1 SELECT THE MODE

After selecting "BATTLE GAME" in the title screen, select "SINGLE MATCH" if you wish to play a Battle Royal format game where each player fends for him or herself. Or select "TAG MATCH" to play a game where the players are separated into 2 teams to fight against each other.

2 SELECT THE NUMBER OF PLAYERS

Select whether each player will be controlled by a human "MAN", by the computer "COM", or if that player will not participate in the match "OFF". For a player which is not connected to a controller, "COM" and "OFF" are the only choices available.

3 SELECT THE RULES



Next select certain game restrictions, such as number of wins necessary for a victory, time limit for each battle, or if the option mode will be used.

COM LEVEL Sets the strength of the computer controlled Bomberman. The choices are between 1 (weak) and 3 (strong).

BATTLE Sets how many battles must be won for a victory. The choices are between 1 to 5 battles.

TIME Sets the time limit for each battle. The choices are between 1 to 5 minutes or ∞"No time limit".

SUDDEN DEATH MODE Choose this mode to lessen the chance of a Draw Game. The choices are either "ON" or "OFF". (page 10)

THE BAD BOMBER MODE Choose this mode to have a player which is already out of the game to rejoin the battle. The choices are either "ON" or "OFF". (page 10)

SOCCER BOMBER Choose this mode to allow the winner of the battle to receive an extra power-up item before the next battle. The choices are either "ON" or "OFF". (page 10)

TLE GAME

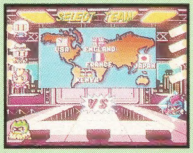
Up to 5 players can battle it out with each other in this game. The players may split up into 2 teams and battle it out or there are many other different rule settings to enjoy the game. If more than 2 players wish to compete in the battle a Multi-Tap (sold separately) and extra controllers for each player will be necessary.

4 SELECT THE CHARACTER

Select the World Bomber that you will be using by pressing the Control Pad. The colour is Player specific so may not be changed. Lets also select the character for the computer controlled Bomberman. (page 11)

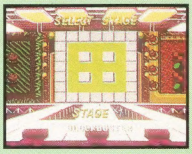
5 SELECT THE TAG MEMBER

Each team must have at least 1 player or the selection can not be decided.

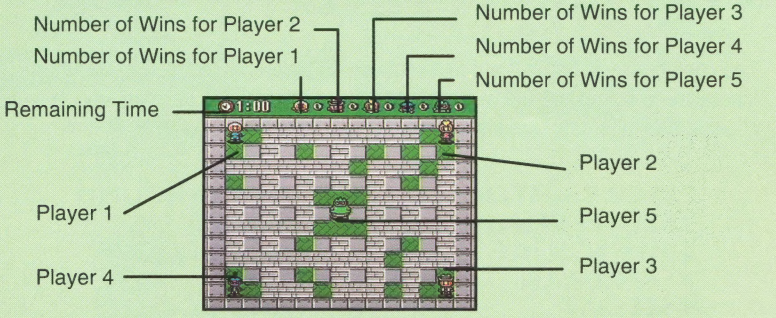


6 SELECT THE STAGE

Select the stage by pressing the Control Pad either left or right. (page 10)



THE BATTLE MODE SCREEN

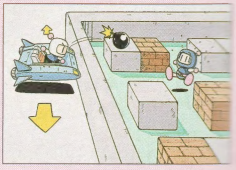


WHAT IS THE SUDDEN DEATH MODE?

When time starts to run out, blocks will begin flying on-screen from beyond the screen edges.

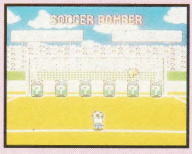
EVEN A BEGINNER CAN ENJOY THE GAME WITH THE BAD BOMBER MODE

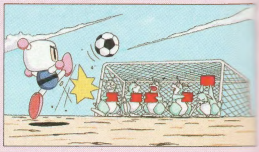
If a player get blasted and is out of the Battle Game, that player can continue to attack the remaining player from the edge of the screen. The Bad Bomber can only compete until the time starts to run out and the blocks begin flying on-screen. By pressing the A Button the Bad Bomber can throw in 1 bomb from the perimeter.



WIN A POWER-UP ITEM WITH SOCCER BOMBER

This mode can only be used in the Single Match and the winner of the battle is rewarded an extra power-up item before starting the next battle. Bomberman will be awarded the item which is held by the Louie that was hit by the soccer ball.





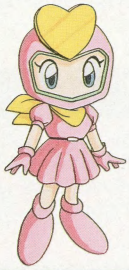
7 BATTLE GAME STAGES

You can choose to battle it out in 1 of these 10 different stages. But be careful 'cause these stages are full of traps. Also once the stage is decided, you may not change the stage until there is a winner in that match.

1 BLOCKBUSTER
2 MERRY-GO-ROUND
3 SPLISH-SPLASH
4 PEEKABOO
5 SLIP N' SLIDE
6 MOVE N' GROOVE
7 SANDMAN
8 SPITFIRE
9 SEESAW
10 SWAMP BOOGIE

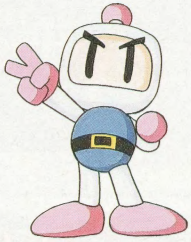
8 WORLD BOMBER

These are the Bombermen that can be selected to battle it out in the Battle Game. When these characters are controlled by the computer, they will each have a unique battle tactics.



PRETTY BOMBER

BOMBERMAN



BOMBER CHUN

METAL BOMBER

MEXICAN BOMBER

BOMBER COSSACK

BOMBER UHOO

BOMBER KID

9 ITEMS

POWER UP WITH THESE ITEMS

Items marked with a (N) will only appear in the Normal Game.
Items marked with a (X) will be lost once Bomberman is blasted.

ENGLISH

EXTRA FIRE POWER

Increases the range of explosions (the number of ground squares a bomb blast can travel) by 1. (Maximum number of fire power-up 6. For a length of 8 blocks.)

EXTRA BOMB

Increases the maximum number of bombs that can be set on the ground by 1. (Maximum number that can be carried 8.)

ACCELERATOR

Increases the speed at which Bomberman moves by 1 level. (Maximum level of speed increase 9.)

CLOG

Decreases Bomberman's speed which was increased by the Accelerator by 1 level. (Maximum level of speed decrease 1.)

EGG

When Bomberman overlaps this item, 1 of the 5 different types of Louie will appear and Bomberman will be able to ride that Louie.

FIREPROOF SUIT (N)

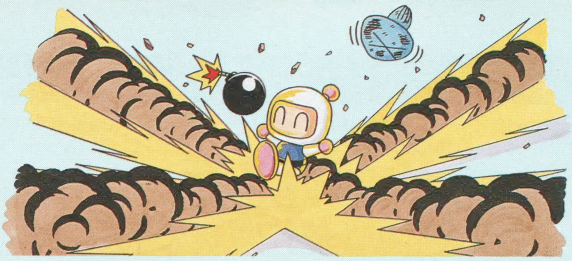
Bomberman will be invincible from enemy attacks and bomb blast for approximately 16 seconds.

POWER BOMB (X)

Allows the first bomb set to explode at maximum range.

SLIME BOMB (X)

Bombs turn to slime. If kicked or thrown these bombs will bounce around.



KICK (X)

Allows Bomberman to kick bombs that he pushes against. Pressing the X Button stops the kicked bomb.

POWER GLOVE (X)

Allows Bomberman to pick up bombs set on the ground by pressing the A Button. The picked up bomb can be thrown in the direction Bomberman is facing by releasing the button.

MAXIMUM EXPLOSION (X)

Increase the range of explosions (the number of ground squares a bomb blast can travel) to maximum (8 blocks).

REMOTE CONTROL (X) (N)

Allows bombs to be detonated by remote control by pressing the B Button.

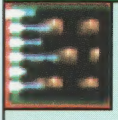
SUPER BOMB (X) (N)

Allows bomb explosions to pass through obstacles such as soft blocks. (Does not pass through a wall.)

BOMB PASSER (X) (N)

Allows Bomberman to pass through bombs set on the ground. Once the Bomb Passer is picked up Bomberman will not be able to use the Kick.

BLOCK PASSER (X) (N)



Allows Bomberman to pass through Soft Blocks.

CLOCK (N)

The timer and all enemy characters will be motionless for 16 seconds.

1-UP (N)

Increases the Bomberman stock by 1. Maximum number that can be stocked is 9.

ICE CREAM (N)

A bonus item worth 1,000 points.

APPLE (N)

A bonus item worth 200 points.

HEART (N)

Allows Bomberman to withstand an enemy attack or to touch an enemy for 1 time.

SKULL

This item only appears on Battle Stages. The Skull Item causes one of the unwanted effects listed below. Bomberman can be restored to his original state by touching another Bomberman and passing on the unwanted effect, or by picking up another item. A bomb blast will not destroy this item but will disappear when a bomb which was kicked passes over it.

SPRINT SICKNESS

Radically increases Bomberman's speed.

SLUGGISH SICKNESS

Radically decreases Bomberman's speed.

DIARRHOEA

Sets bombs uncontrollably.

PARALYSIS

Disallows the setting of bombs.

MINIMAL SICKNESS

Decreases the range of explosion to the minimum.

CAN T STOP SICKNESS

Bomberman will not be able to stop moving until he runs into an obstacle.

REVERSE SICKNESS

Reverses the control of Bomberman on the Control Pad.

SHORT FUSE SICKNESS

Causes the time it takes for a set bomb to explode to decrease.

LONG FUSE SICKNESS

Causes the time it takes for a set bomb to explode to increase.

CHANGE

Causes Bomberman to suddenly change places with another Bomberman.

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